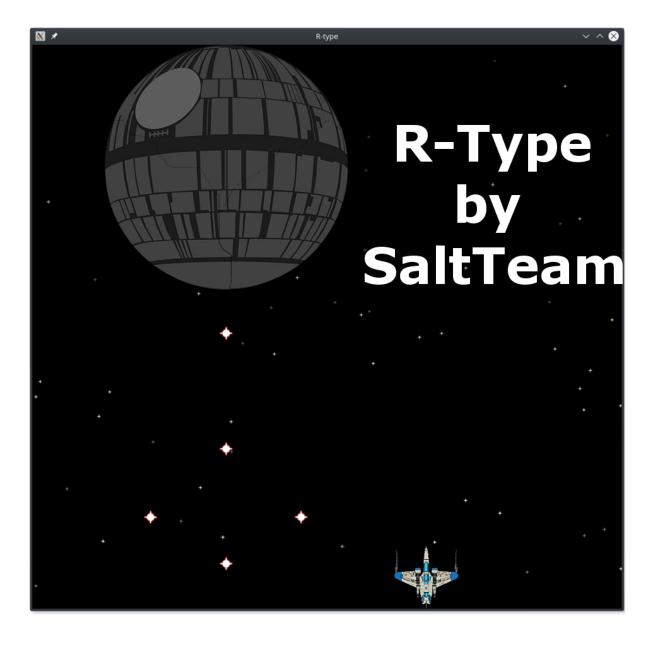
Design Document

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Description

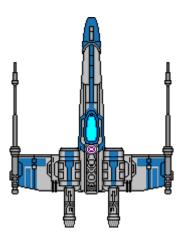
The game is composed of several sequential levels, with a boss enemy at the end of the game. The player controls a small spacecraft and must navigate terrain and fight various enemies using the ship weapon. The player's spacecraft has one weapon, but it will change depending of the spacecraft that you will choose before the beginning of the game.



Available Spaceships

There are five available spaceships for you to play during the game.

XWing



Stats:

HP: 125

Speed: Fast

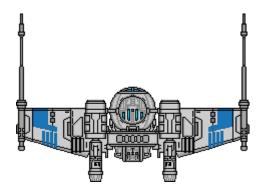
Damage: 15

Shield: 0

Description:

The Xwing is a quite fast ship, and not too big. With an average speed and common damage, it is a basic ship for all players.

<u>Wing</u>



Stats:

HP: 175

Speed: Average

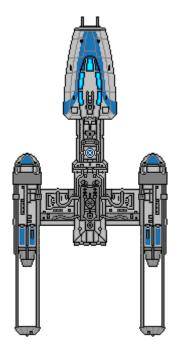
Damage: 15

Shield: 0

Description:

The wing is a common figther, but a bit large. With an average speed and common damage, it's an alternative to the basic XWing.

YWing



Stats:

HP: 250

Speed: Low

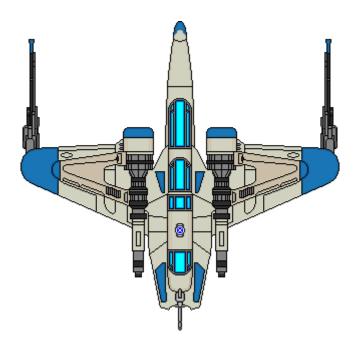
Damage: 35

Shield: 25

Description:

The YWing is a very special fighter and a quite long one. With a slow speed, high damage and great HP this ship is definitely your safest choice.

<u>Arc</u>



HP: 125

Speed: Fast

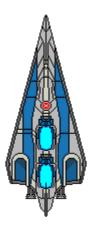
Damage: 12

Shield: 75

Description:

At first the arc looks like a quite common ship, but that this ship can offer you a special gameplay.

<u>Interceptor</u>



HP: 75

Speed: Fast

Damage: 7

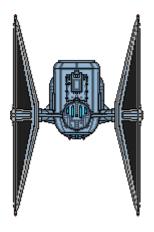
Shield: 25

Description:

The Interceptor is our most special ship, he is the tiniest and the fastest ship available. This ship has low damage and health, so all your gameplay will have to be focused on dodging.

Enemies

Tie Advance



Stats:

HP: 50

Damage: 7

Description

The Tie Advance hasn't great damage but be careful, this ia will move in a u shape.

Tie Avenger



Stats:

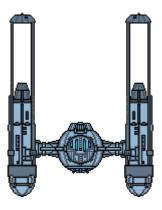
HP: 50

Damage: 15

Description

The Tie Avenger is an average enemy. This fighter got pretty much normal damage and will move in a v shape.

Tie Bomber



Stats:

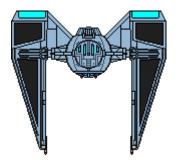
HP: 50

Damage: 30

Description

The Tie Bomber can easily become a dangerous enemy with high damage. The Tie bomber will often come forward sliding left and right and he will mostly be always in group.

Tie Experiment



Stats:

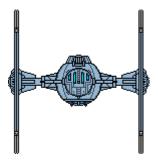
HP: 50

Damage: 15

Description

The Tie Experiment is like his name says, an experiment! No one know what it will do.

Tie Fighter



Stats:

HP: 50

Damage: 12

Description

The Tie Fighter is an average enemy except for its shooting type. The Tie Fighter will majorly move from the left to the right and slowly going forward.

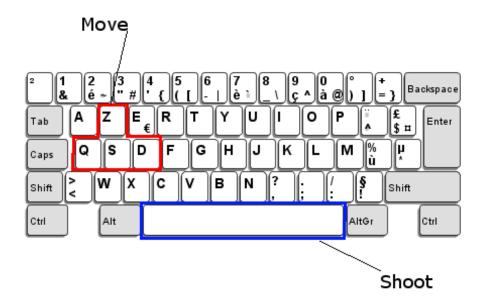
<u>Asteroids</u>



They are the 4 types of asteroids that you can encounter while playing the game. Upon destruction of an asteroid it will split and create 2 tinier asteroids until you destroy the tiniest asteroids.

GamePlay:

Keys



Main Gameplay:

The Main gameplay will be about the survivability. Your main goal will be to you and your friends to survive. It may be as simple but as you will see through the levels sometimes it will get hard to avoid all the projectiles coming to you. The goal is not to get the stronger than you can but to cooperate with your allies to finish the game.

Powerups

<u>Life</u>



Will make you regain 30 hp



Will make you regain 60 hp



Will make you regain 90 hp

<u>Shield</u>



Will make you gain 30 of shield



Will make you gain 60 of shield



Will make you gain 90 of shield

<u>Attack</u>



Will speed up your projectiles



Will increase your damages



Will make you shoot faster

<u>Speed</u>



Will increase your speed of 10 percent



Will increase your speed of 20 percent



Will increase your speed of 30 percent

Sources

We mainly take our sources from:

- https://www.etsy.com/ca/listing/95604305/death-star-8x10-star-wars-minimalist
- https://kavinveldar.deviantart.com/art/Star-Wars-Fighters-Mark-II-395890745
- https://opengameart.org/content/space-shooter-redux